

WHAT IS CLAIMED IS:

1. A rendering method, comprising the steps of:

subdividing a frame where a two-dimensional image is formed into predetermined unit areas;

5 determining an optional area in the frame; and

determining whether or not overwrite rendering is possible for each unit area in the optional area.

2. The rendering method according to claim 1, further comprising the steps of:

generating a frame image in which all objects except for a predetermined object are rendered; and

determining a rendering range where the predetermined object should be rendered in the generated frame image, and

15 wherein the optional area is determined based on the rendering range.

3. The rendering method according to claim 2, further comprising the step of:

20 making a determination that the overwrite rendering is possible with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

25 4. The rendering method according to claim 3, further comprising the step of:

making a determination that the overwrite rendering is possible by deleting a Z coordinate value indicative of a distance from a virtual viewpoint or by setting it to the infinite, with respect to the unit area corresponding to the
5 predetermined pattern.

5. The rendering method according to claim 1, further comprising the step of:

rendering a predetermined object in the frame, and
10 wherein the optional area is determined based on a rendering range where the predetermined object is rendered.

6. The rendering method according to claim 5, further comprising the step of:

15 making a determination that the overwrite rendering is inhibited with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

20 7. The rendering method according to claim 6, wherein the overwrite rendering is inhibited by setting a coefficient value indicative of a blend ratio used when carrying out image mapping to the minimum value, with respect to the unit area corresponding to the predetermined pattern.

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8. The rendering method according to claim 6, further

comprising the step of:

making a determination that the overwrite rendering is inhibited by setting the Z coordinate value indicative of a distance from the virtual viewpoint to the Z coordinate value of the virtual viewpoint, with respect to the unit area corresponding to the predetermined pattern.

9. The rendering method according to claim 3, further comprising the step of:

changing a rendering ratio of the predetermined object by setting the predetermined pattern.

10. The rendering method according to claim 3, wherein the predetermined pattern includes a predetermined design.

11. A rendering apparatus, comprising:

a subdividing section for subdividing a frame where a two-dimensional image is formed into predetermined unit areas;

an area determining section for determining an optional area in the frame; and

a determining section for determining whether or not overwrite rendering is possible for each unit area in the optional area.

12. The rendering apparatus according to claim 11, further

comprising:

an image generating section for generating a frame image in which all objects except for a predetermined object are rendered, and

5 wherein the area determining section determines a rendering range where the predetermined object should be rendered in the generated frame image, and determines the optional area based on the rendering range.

10 13. The rendering apparatus according to claim 12, wherein the determining section makes a determination that the overwrite rendering is possible with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

15 14. The rendering apparatus according to claim 13, wherein the determining section makes a determination that the overwrite rendering is possible by deleting the Z coordinate value indicative of a distance from a virtual viewpoint or
20 by setting it to the infinite, with respect to the unit area corresponding to the predetermined pattern.

15. The rendering apparatus according to claim 11, further comprising:

25 an object rendering section for rendering a predetermined object in the frame, and

wherein the area determining section determines the optional area based on a rendering range where the predetermined object is rendered.

5 16. The rendering apparatus according to claim 15, wherein the determining section makes a determination that the overwrite rendering is inhibited with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

10 17. The rendering apparatus according to claim 16, wherein the determining section makes a determination that the overwrite rendering is inhibited by setting the coefficient value indicative of a blend ratio used when carrying out image mapping to the minimum value, with respect to the unit area
15 corresponding to the predetermined pattern.

18. The rendering apparatus according to claim 16, wherein the determining section makes a determination that the
20 overwrite rendering is inhibited by setting the Z coordinate value indicative of a distance from the virtual viewpoint to the Z coordinate value of the virtual viewpoint, with respect to the unit area corresponding to the predetermined pattern.

25 19. The rendering apparatus according to claim 13, wherein the determining section changes a rendering ratio of the

predetermined object by setting the predetermined pattern.

20. The rendering apparatus according to claim 13, wherein the predetermined pattern includes a predetermined design.

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21. A computer-readable recording medium recording a rendering processing program executed by a computer, the rendering processing program, comprising:

10 a subdividing step of subdividing a frame where the two-dimensional image is formed into predetermined unit areas;

an area determining step of determining an optional area in the frame; and

15 a determining step of determining whether or not overwrite rendering is possible for each unit area in the optional area.

22. The computer-readable recording medium recording a rendering processing program according to claim 21, the rendering processing program further comprising:

a step of generating a frame image in which all objects except for a predetermined object are rendered; and

25 a step of determining a rendering rage where the predetermined object should be rendered in the generated frame image, and

wherein the optional area is determined based on the

rendering range.

23. The computer-readable recording medium recording a rendering processing program according to claim 22, the determining step, further comprising:

a step of making a determination that the overwrite rendering is possible with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

24. The computer-readable recording medium recording a rendering processing program according to claim 23, the determining step, further comprising:

a step of making a determination that the overwrite rendering is possible by deleting the Z coordinate value indicative of a distance from the virtual viewpoint or by setting it to the infinite, with respect to the unit area corresponding to the predetermined pattern.

25. The computer-readable recording medium recording a rendering processing program according to claim 21, the rendering processing program further comprising:

a step of rendering a predetermined object in the frame, and

wherein the optional area is determined based on a rendering range where the predetermined object is rendered.

26. The computer-readable recording medium recording a rendering processing program according to claim 25, the determining step, further comprising:

a step of making a determination that the overwrite rendering is inhibited with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

27. The computer-readable recording medium recording a rendering processing program according to claim 26, wherein the overwrite rendering is inhibited by setting a coefficient value indicative of a blend ratio used when carrying out image mapping to the minimum value, with respect to the unit area corresponding to the predetermined pattern.

28. The computer-readable recording medium recording a rendering processing program according to claim 26, the determining step, further comprising:

a step of making a determination that the overwrite rendering is inhibited by setting the Z coordinate value indicative of a distance from a virtual viewpoint to the Z coordinate value of the virtual viewpoint, with respect to the unit area corresponding to the predetermined pattern.

29. The computer-readable recording medium recording a rendering processing program according to claim 23, the determining step, further comprising:

5 a step of changing a rendering ratio of the predetermined object by setting the predetermined pattern.

30. The computer-readable recording medium recording a rendering processing program according to claim 23, wherein the predetermined pattern includes a predetermined design.

31. A program processor executing a rendering processing program,

the rendering processing program, comprising:

10 a subdividing step of subdividing a frame where the two-dimensional image is formed into predetermined unit areas;

15 an area determining step of determining an optional area in the frame; and

20 a determining step of determining whether or not overwrite rendering is possible for each unit area in the optional area.

32. The program processor executing a rendering processing program according to claim 31, the rendering processing program, further comprising:

a step of generating a frame image in which all objects

except for a predetermined object are rendered; and

a step of determining a rendering rage where the predetermined object should be rendered in the generated frame image, and

5 wherein the optional area is determined based on the rendering range.

33. The program processor executing a rendering processing program according to claim 32, the determining step, further comprising:

a step of making a determination that the overwrite rendering is possible with respect to the unit area corresponding to a predetermined pattern of the unit area included in the optional area.

34. The program processor executing a rendering processing program according to claim 33, the determining step, further comprising:

a step of making a determination that the overwrite rendering is possible by deleting the Z coordinate value indicative of a distance from a virtual viewpoint or by setting it to the infinite, with respect to the unit area corresponding to the predetermined pattern.

25 35. The program processor executing a rendering processing program according to claim 31, the rendering processing

program further comprising:

a step of rendering a predetermined object in the frame,
and

wherein the optional area is determined based on a
5 rendering range where the predetermined object is rendered.

36. The program processor executing a rendering processing
program according to claim 35, the determining step, further
10 comprising:

a step of making a determination that the overwrite
rendering is inhibited with respect to the unit area
corresponding to a predetermined pattern of the unit area
included in the optional area.

37. The program processor executing a rendering processing
program according to claim 36, wherein the overwrite
rendering is inhibited by setting a coefficient value
indicative of a blend ratio used when carrying out image
15 mapping to the minimum value, with respect to the unit area
corresponding to the predetermined pattern.

38. The program processor executing a rendering processing
25 program according to claim 36, the determining step, further
comprising:

a step of making a determination that the overwrite rendering is inhibited by setting the Z coordinate value indicative of a distance from the virtual viewpoint to the Z coordinate value of the virtual viewpoint, with respect to
5 the unit area corresponding to the predetermined pattern.

39. The program processor executing a rendering processing program according to claim 33, the determining step, further comprising:

10 a step of changing a rendering ratio of the predetermined object by setting the predetermined pattern.

40. The program processor executing a rendering processing program according to claim 33, wherein the predetermined
15 pattern includes a predetermined design.

41. A rendering processing program executed by a computer, comprising:

a subdividing step of subdividing the frame where the
20 two-dimensional image is formed into predetermined unit areas;

an area determining step of determining an optional area in the frame; and

a determining step of determining whether or not
25 overwrite rendering is possible for each unit area in the optional area.